Coarse Light System

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Characters

Aspects - Choose three broad defining qualities and divide 9 ranks among them. Each must be between 1 and 5.

Reserves - Assign one type of Reserves to each Aspect. Aspect rank indicates the maximum points for that Reserve. Common Reserves might include:

- **Stability** - Lost to horror or unsettling phenomena. Regained with counseling and stable environments.

- **Health** - Lost to injury. Regained by rest or medical attention.

- **Sway** - Lost to influence die rolls or activate unusual powers. Regained with under special circumstances (e.g. rest, mana font, etc).

Specials - Choose three. A Special adds +1 to a specific task, or lets you attempt something a normal person can't.

Resolution

Initiative – Roll 1d6 each round. Highest goes first.

Tasks – Roll 3d6.
- If dice match, keep one of the matching dice.
- If no dice match, keep the middle die.

Add a relevant Aspect if any and other modifiers.

Succeed if you beat:
- **Unopposed:** 6
- **Opposed:** 3 + Opponent Aspect & modifiers

The margin of success or failure may determine loss of Reserves.

Modifier	Difficuly
-3	Tough
-6	Nearly Impossible.